

# Terraforming Station Dungeon

## Layout Ideas

### ? Overall Shape: The Ringed Geothermal Base

Think of it as a **cylindrical arcology** built around a central geothermal shaft.

Each floor is a **ring**, with occasional **radial corridors** leading inward toward the generator core.

### Vertical Structure (Top ? Bottom)

1. **Surface Access & Docking Level**
2. **Habitation & Social Level**
3. **Science & Research Level**
4. **Terraforming Operations Level**
5. **Engineering & Robotics Level**
6. **Generator Interface Level**
7. **Deep Geothermal Shaft (inaccessible, miles deep)**

Each ring is large enough to feel like a small town — corridors, labs, gardens, cafeterias, rec rooms, etc.

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### ? 1. Surface Access & Docking Level

#### Intended Design

- Shuttle docking bays
- Cargo intake
- Decontamination chambers
- Security checkpoint
- Observation deck overlooking the planet's surface

#### Current State

- The farmer's breach opens into a collapsed cargo bay.
- Once past the collapsed barrier:
  - Maintenance drones awaken to try to "clean" the breach.
  - Security robots awaken and are the most hostile

## #Potential Dungeon elements

- Combat encounter with awoken security bots
  - Environmental hazard (decon lasers, sterilization foam)
  - Glitched logs at security and logistics stations just barely hinting at the portal going dark & faction fighting
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## ? 2. Habitation & Social Level

### Intended Design

- Living quarters
- Cafeteria
- Recreation rooms
- Hydroponic gardens for fresh produce
- Medical bay
- Meeting rooms
- Small library / VR entertainment pods

### Current State

- Hydroponics has become a feral jungle of mutated plants (terraforming prototypes gone wild).
- Quarters show signs of factional division:
  - Terraformers kept communal spaces tidy
  - Escape faction hoarded tools and parts
  - Cult faction carved symbols into walls
- Medical bay contains corpse husks from early fighting gone too far

## #Potential Dungeon Elements

- Environmental puzzles involving overgrowth
  - Glitched, half-recovered Social logs revealing early faction tensions
  - Optional stealth route through collapsed dorms with roaming security robots
  - First “hallucination” event if the cult wing is active
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## ? 3. Science & Research Level

### Intended Design

- Atmospheric chemistry labs
- Soil analysis labs
- Xenobiology labs

- Data archives
- AI-assisted research suites
- Clean rooms

## Current State

- Many labs sealed due to contamination.
- Others were cannibalized by the escape faction for parts.
- The cult faction used the data archives to reinterpret scientific logs as “prophecies.”
- A caretaker AI here is still functional but glitching — it can be reasoned with.

## #Potential Dungeon Elements

- Puzzle-heavy floor
  - Logs explaining the scientific goals of the base
  - First major branching path:
    - Restore power to the labs
    - Or reroute power to the escape faction’s workshop
    - Or unlock the cult’s sealed sub-lab
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# ? 4. Terraforming Operations Level

## Intended Design

- the rooms are bigger and warehouse like to house machinery at this scale
- Atmospheric processors
- Water vapor generators
- Soil enrichment systems
- Weather modeling center
- Drone launch bays
- Terraforming control hub

## Current State

- Most Machinery is still, but some still run in low-power mode.
- Some systems are dangerously unstable.
- Terraformer faction tried to keep everything functional until the bitter end.
- Escape faction sabotaged some systems to steal parts.

## #Potential Dungeon Elements

- Environmental hazards:
  - Sudden pressure changes
  - Toxic gas pockets
  - Rogue terraforming drones

- Big puzzle:
    - Rebalance atmospheric mix to open a sealed door
  - Boss:
    - A terraforming drone that misidentifies the party as “contaminants”
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## ? 5. Engineering & Robotics Level

### Intended Design

- Robot fabrication bays
- Power distribution center
- Maintenance workshops
- Waste recycling
- Water purification

### Current State

- This is where the escape faction built their prototype ship or signal array.
- Many robots here are half-reprogrammed and unpredictable.
- Cult faction sabotaged the escape faction’s work, causing a catastrophic failure.

### #Potential Dungeon Elements

- High danger zone
  - Power rerouting puzzles
  - Robot reprogramming opportunities
  - Gravity puzzles (platforming, floating debris, crushing hazards)
  - Logs revealing the final days of the escape faction
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## ? 6. Generator Interface Level

### Intended Design

- Control room for geothermal tap
- Heat shielding corridors
- Coolant systems
- Emergency shutdown controls
- AI core access (restricted)

### Current State

- Extreme heat in some areas
- Coolant leaks forming supercooled frost in others

- The cult faction attempted a ritual here, believing the generator’s “deep hum” had a resonance they could use.
- The AI core is partially corrupted but still functional

## #Potential Dungeon Elements

- Final puzzles
  - Final boss (corrupted caretaker AI or cult echo)
  - Reveal of the base’s true history
  - The Archeologist’s moment of truth
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# ? 7. Deep Geothermal Shaft

## Intended Design

- Purely mechanical — no human access
- Miles of reinforced structure
- Heat exchangers
- Power conduits

## Current State

- Still functioning
- Emits a low-frequency vibration that the cult interpreted as divine
- Can be used for a dramatic set piece (echoes, visions, vertigo)

## #Potential Dungeon Elements

- Not a playable area, but a powerful atmospheric element
  - Can be glimpsed through windows or maintenance hatches
  - Could be the source of hallucinations or eldritch resonance
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# ? How This Structure contributes to the Dungeon

- Each floor has **clear purpose, clear faction scars, and clear puzzle types.**
  - You can create **multiple paths** by letting players choose which floor to descend into first.
  - NPC companions can shine on different floors.
  - The generator core gives you a natural “final confrontation” space.
  - The verticality makes the base feel ancient, massive, and real.
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Revision #3

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